Socket
- Summaries given in lecture notes.
- Each parameter of every functions
- Usage of every function
- Structure of 2 types of servers.
- Socket options: usage of typical options, relations with IP options, TCP options.
- Selection( ): comparison with polling and forking, assignment 5, superserver.

RPC
- Questions already listed in lecture note,
- Transparency issues: call semantics, performance, parameter passing, transparent protocol.

System implementation
- Relations between transport service primitives (socket functions) and transport-layer protocol (TCP, UDP)?
- There is still a gap between.
  1) how to implement such socket functions?
  2) socket options, e.g., TCP_NODELAY → PUSH=1
- Relations between transport layer and network layer. End-to-end, where is it installed? Reliable.
- Relations between headers and protocols.
- Difference between TCP and UDP
- Connection management: establishment, transfer and termination, each fields of TCP or IP headers, each message used in protocols.
- TCP transmission control: segmentation, timers, buffering, window update, Nagale’s algorithm, Clark’s algorithm.
- Congestion control: 2 windows and their difference purposes, Jacobson’s slow start algorithm.
- Other protocols: UDP, RTP, RTCP, T/TCP, wireless TCP, special features of reach protocol, e.g., advantages of UDP and its typical applications. For T/TCP, why does long request/reply needs to use TCP? For Wireless, why is different congestion algorithm used for different links?
- Network performance evaluation: different from computer performance evaluation. problems, pitfalls, improvements.